

IN THE SPECIFICATION:


At paragraph [0001], please replace that paragraph with the following:

AI This application claims the benefit of Provisional Patent Application Serial No. 60/204,085, filed on May 12, 2000, entitled "A Matched Texture Filter Design for Rendering Multi-Rate Data Samples," and is related to a commonly-assigned U.S. Patent Application Serial No. 09/855,280 filed on May 14, 2001, entitled "Selective Super-Sampling/Adaptive Anti-Aliasing or Complex 3D Data", the subject matter of which is herein incorporated by reference.

At paragraph [0037], please replace that paragraph with the following:

A2 When $\alpha_u = 0$, the value of $(1 - \alpha_u)$ is represented by segment 210 with respect to the u texture coordinate direction. When $\alpha_u = 1$, the value of $(1 - \alpha_u)$ is represented by segment 212 with respect to the u texture coordinate direction. When $\alpha_u = (uFraction - \beta/2)/(1 - \beta)$, the value of $(1 - \alpha_u)$ is represented by segment 214 with respect to the u texture coordinate direction.

At the Abstract, please replace that paragraph with the following:



A method and apparatus for texture filtering is provide wherein a filter select module is adapted to select a filtering mode based upon a sampling rate of polygon and texture data. The filter mode is selected by determining the filter characteristics of the selected filtering mode based upon the sampling rate and a degree of warping per texture coordinate. A texture reconstruction filter characteristic is morphed based upon the input polygon and texture data so that, after subsamples are aggregated, an effective filter characteristic matches the texture reconstruction filter characteristic of a texture reconstruction filter used for coarse sampling. Subsequently, a texel blending module computes texel blending factors based on the filtering mode determined by the filter select module.
